

FIG. 1

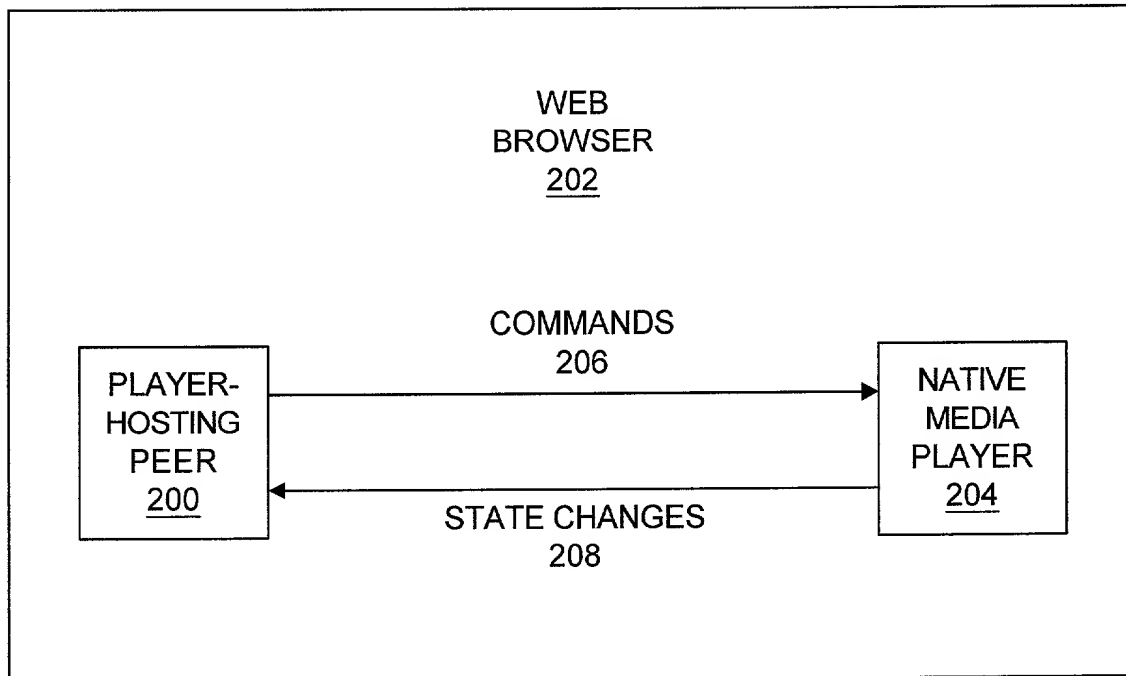


FIGURE 2

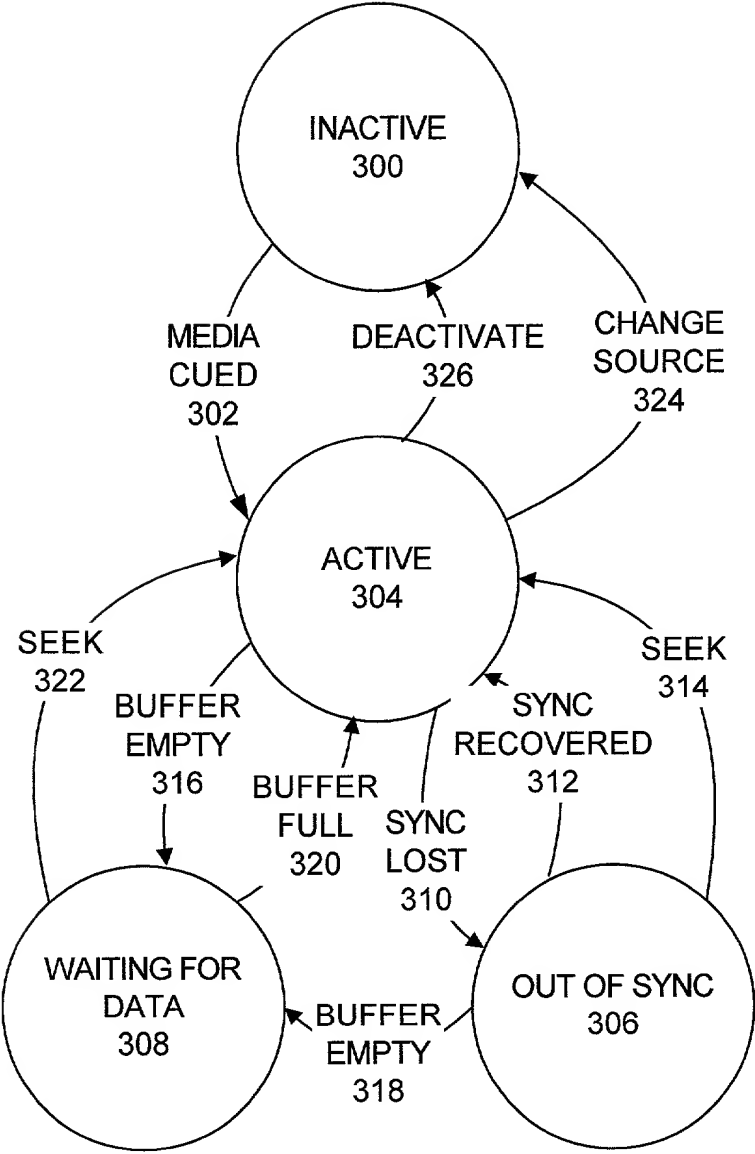
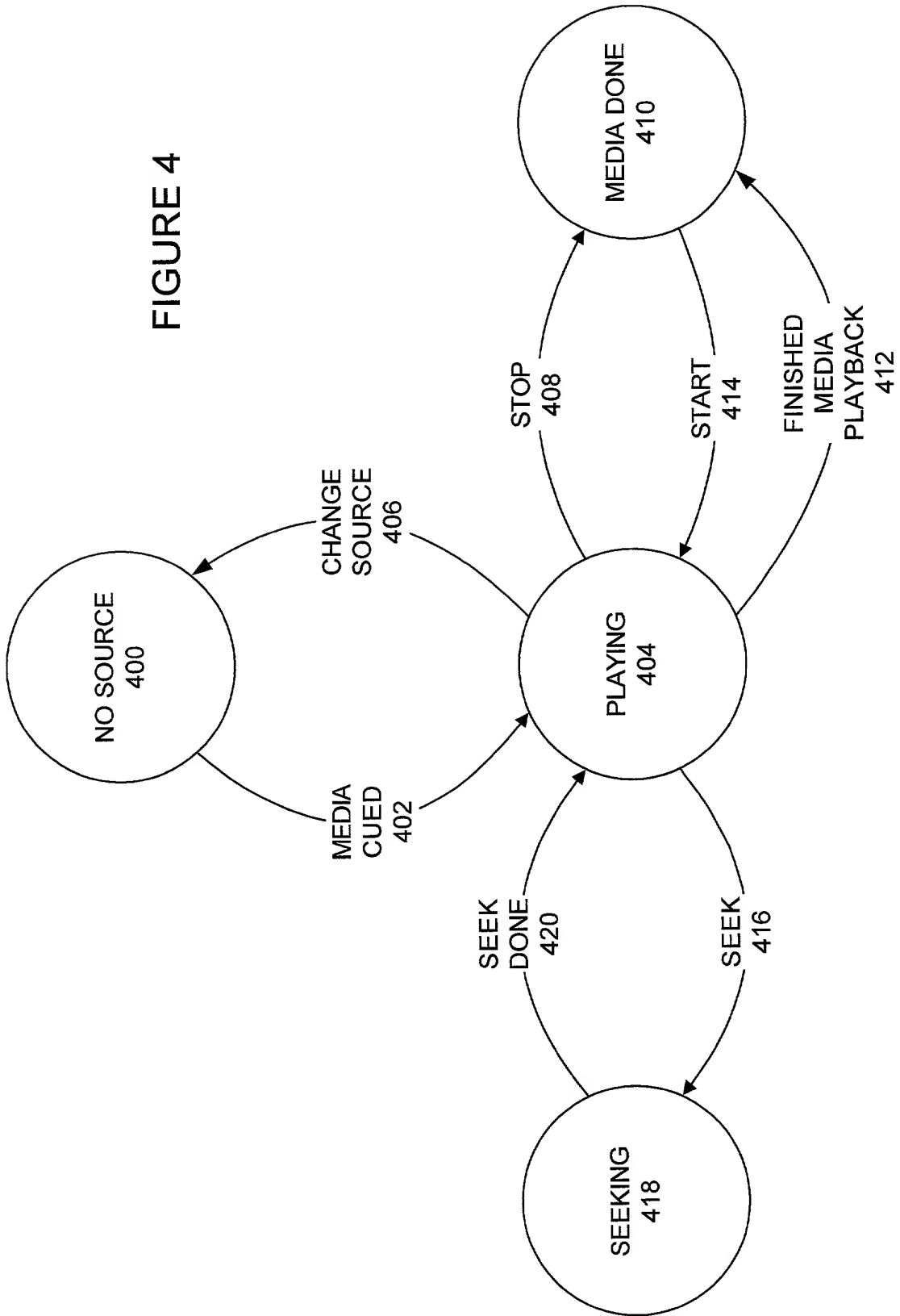


FIGURE 3

FIGURE 4



Player Peer State	Player State
Inactive	No source
Active	Playing, Seeking, Media Done
Waiting for download	Playing
Out of sync	Playing

Figure 5

Command or Event	Initiated by	Comment
Media cued	Player	Occurs when media is ready for playback.
Deactivate	Browser	The player should prepare for destruction.
Change source	Browser	Change media source.
Buffer Empty	Player	Playback cannot continue due to media delivery problems.
Buffer Full	Player	Delivery problems have been resolved and playback can continue.
Sync lost	Peer	Media playback time is out of sync with the peer time.
Sync recovered	Peer	Media playback time is in sync with the peer time.
Playback commands (Play, Stop, Pause, Resume, Seek)	Browser	Except for Seek, all these commands have essentially no effect on the peer state and are passed through to the player. The commands may be defined as follows: Play, start playback; Stop, finish playback; Pause, temporarily suspend playback; Resume, resume suspended playback and Seek, jump to another time offset in the playback.

Figure 6

FIG. 7 is a block diagram of a system architecture for a media player. The system includes a Web Browser 202, a Player-Hosting Peer 200, a Proxy Layer 700, and an External Media Player 706. The Web Browser 202 and Player-Hosting Peer 200 are connected to the Proxy Layer 700. The Proxy Layer 700 is connected to the External Media Player 706. The Web Browser 202 sends Timing-Specific Commands 702 to the Proxy Layer 700. The Proxy Layer 700 sends State Changes 710 to the Player-Hosting Peer 200. The External Media Player 706 sends External Player-Specific Commands 704 to the Proxy Layer 700. The Proxy Layer 700 sends State Changes 708 to the External Media Player 706.

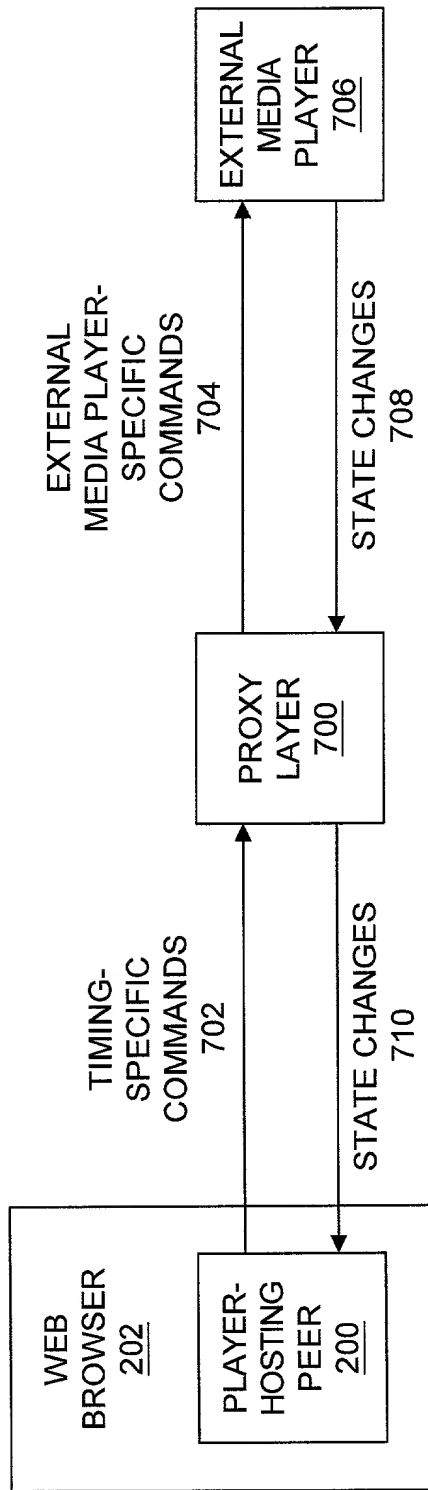


FIGURE 7